DRAGON WARRIOR II™*

Weapons

Staff of Thunder
ATTACK POWER +15
When you use this as an item, it has an effect which is similar to Infernos.

Falcon Sword
ATTACK POWER +5
A person who is equipped with this can move as quickly as a falcon. With this mysterious sword you may be able to attack your enemies twice before they can respond.

Thunder Sword
ATTACK POWER +80
This is the most powerful sword. When you use it as an item, it has the effect of Infernos.

It can be found under the ground on a dark road which leads to Rhone.

Destruction
ATTACK POWER +93
This is an evil sword with hidden powers. It may be in the possession of some of your fiercest enemies. It is said that this sword brings evil to the person who is equipped with it.

Armors

Water Flying Cloth
This helps to protect its wearer from scorching flames and other fire spells. It completely stops the damage caused by the [illegible]

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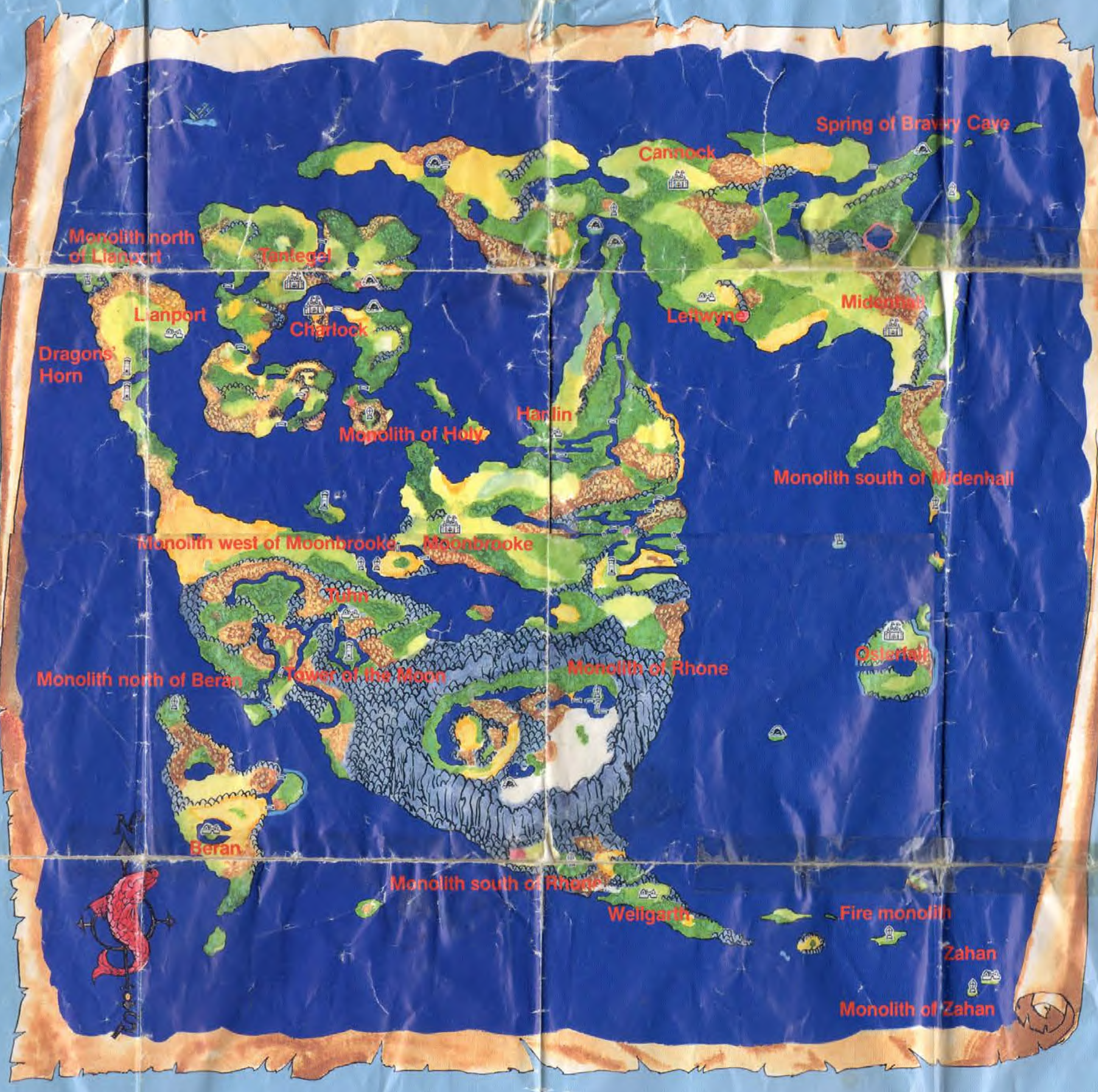

Shields

Shield of Strength
DEFENCE POWER +18
By using it as an item, it will give the effect of Healmore. Although the princess cannot be equipped with this, she can use it as an item.

Evil Shield
DEFENCE POWER +30
This is a dreadfully cursed shield. While equipped with this, you will become numb and still during a fight.

Items

Dragon's Bane
When this is used as an item, it will ward off the magical spells of your opponents.

Wizard's Ring
By using this, you can regain an average of 20 MP. Rely on it only when necessary as it may break easily if used too often.

Mirror of RA
This item reflects the true nature of a person. It can be used to break a curse and return one to his/her original form.

Cloak of Wind
To put this on, choose the USE command from the Item command window. It will allow you to float to the ground, even if you fall from a great height.

Charm of Rubiss
Gather the 5 crests and obtain this item somewhere in a monolith. It will help you smash the false visions of Rhone Castle.

Echoing Flute
If you use this in a town, castle, or tower where there is a crest, the sound of the flute will echo.

Leaf of the World Tree
A talismanic leaf which, when ground, will restore life to ghosts.

Gremlin's Tail
A fearful item which works your enemies' spells against you while you wear it.

Dragon's Potion
This item will allow you to save your game wherever you are. Although it is difficult to find, it may be taken from a metal babble.

THE ULTIMATE QUESTIONS

Inorder to best enjoy the game, fold the bottom one third to hide the key.

atch up with
nnock?

a second. After hearing the King's
of Bravery. Then return to Midenhall and
gs, travel to Leftwyne.

d the Princess
?

he ruined castle of
changed the shape of the
ho may be of interest to

e north
n's Horn?

d window, you can
the northern horn.

g Flute?

Q: Where is the Golden Key?

A: According to his wife, Torval is very fond of dogs. In the town of Zahan you will find a friendly dog. He may lead you to an area which you should search.

Q: How do I find the Jailor's key?

A: Look for a suspicious shop in the town of Welgarth.

Q: Where is the entrance of Rhone Cave?

A: The entrance is hidden in a valley. Select the Eye of Malroth from the item command window.

Q: I cannot reach the Village of Tuhn.

The mouth of the left river. You go upstream from this point by ship.

From this point, you can only walk along the Craggy Mountains to get there.

You see the village.

A: You go up the left one of two rivers in the West of Rhone to the source and go around the Craggy Mountains.

Q: How can I find the Watergate Key?

A: Roge Fastfinger has stolen this item. Soldiers say that he has escaped from his cell. When you find the unoccupied cell, search everywhere. He probably did not get past the guards.

Q: Where are the crests ?

A:

The Stars Crest is in a tower on a small island. An old man will show you the way to the island.

You must search for the Sun Crest near the Fire Monolith.

Seek the Moon Crest in Osterfair.

The Water Crest can be found in an underground jail.

The Life Crest can be found somewhere in Rhone.

Q: How can I go up from the first floor in the chamber of Hargon?

A: Use the item which is a key, but is not a key. You already possess this item when you reach the castle.

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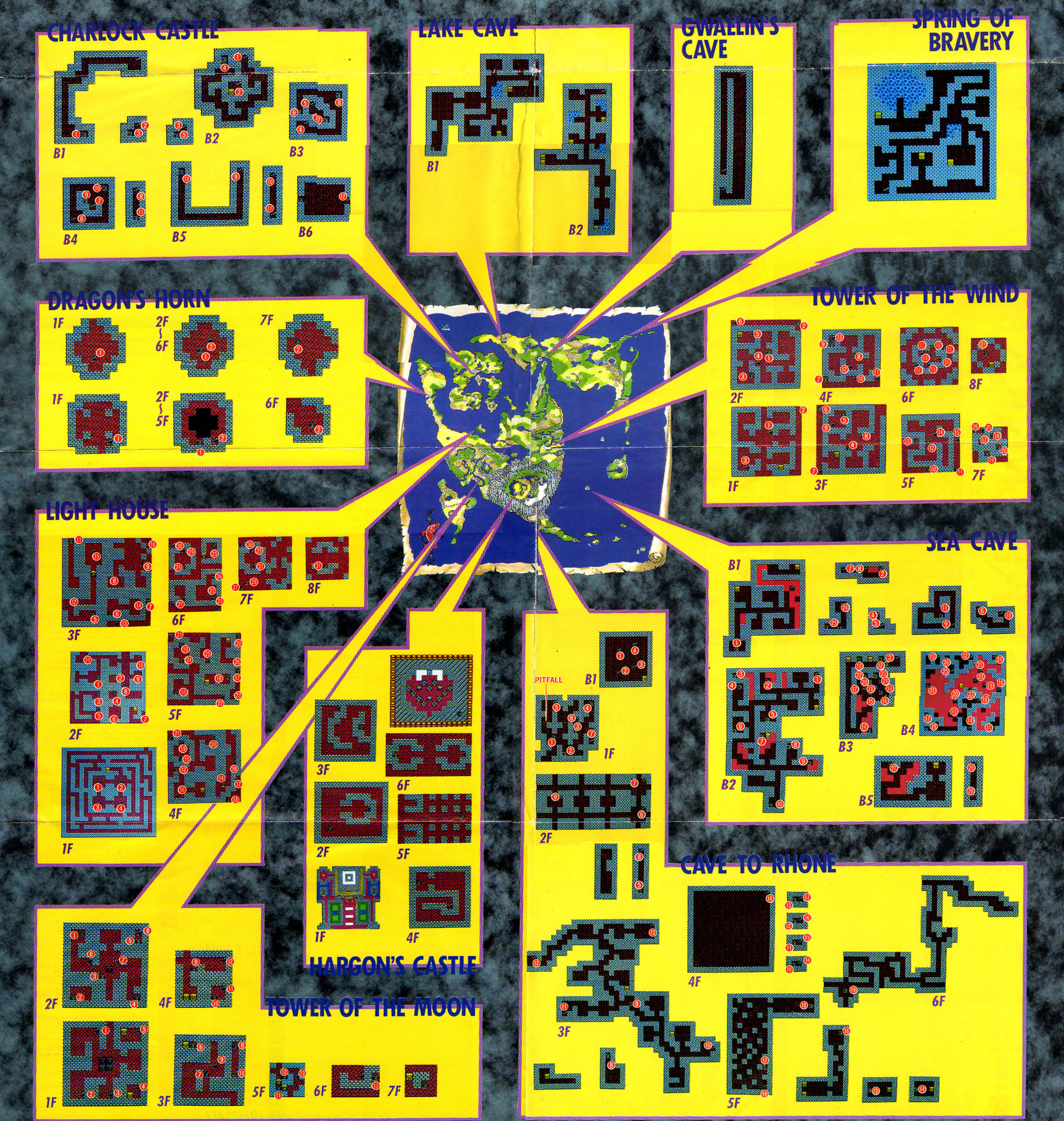
LABYRINTH WORLD OF DRAGON WARRIOR II™*



EACH FLOOR OF A LABYRINTH IS CONNECTED BY A STAIRCASE. TO EXPLORE THE DIFFERENT LEVELS, SIMPLY FOLLOW THE HIGHLIGHTED NUMBERS, IN ORDER, BEGINNING WITH THE FIRST LEVEL.

ENIX

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Slime	Metal Slime	Babble	Metal Babble
5	6	13	35
2	90	4	255
1	1159	8	1050

Big Slug	Sea Slug
8	32
3	80
2	34

Healer	Man O' War
25	20
5	50
15	25

Drakee	Magidrakee
9	12
3	10
3	12

Zombie	Ghoul	Hork
60	80	95
25	100	51
40	61	61

Evil Eye	Dark Eye
50	67
25	81
92	93

Vampirus	Magic Vampirus
57	65
49	103
85	182

Evil Clown	Mace Master
67	158
48	100
84	617

Undead	Mega Knight	Hargon's Knight
65	72	80
40	80	135
45	89	201

Iron Ant	Army Ant	Magic Ant
5	12	14
4	2	8
2	4	18

Centipod	Megapede
21	20
30	25
14	33

Lizard Fly	Dragon Fly
15	40
12	43
27	59

Big Cobra	Basilisk
14	38
9	58
9	41

Metal Hunter	Attackbot
70	120
150	120
82	723

Flame	Blizzard
55	90
101	113
245	453

Green Dragon
95
147
350

Cyclops	Giant
115	155
99	95
327	515

Silver Batboon	Gold Batboon
89	112
96	100
271	396

Bullwog
210
110
872

Wild Mouse	Big Rat	Ghost Rat
10	16	25
5	5	15
5	7	23

Ghost Mouse	Demighost
12	48
6	50
6	44

Carnivog	Poison Lily
32	46
16	25
29	31

Smoke	Gas
15	50
40	30
18	39

Baboon	Magic Baboon	Hibabango
40	45	60
45	45	83
20	40	81

Saber Tiger	Saber Lion
25	80
55	55
40	81

Mummy Man	Mummy
46	75
40	60
44	62

Mud Man	Puppet Man
28	60
35	100
32	52

Orc	Gold Orc	Orc King
60	100	110
50	255	135
61	63	154

Medusa Ball	Gorgon
42	26
29	30
36	50

Hunter	Berserker
65	88
45	123
67	117

Goopi	Graboopi
50	60
28	30
25	38

Magician	Enchanter	Sorcerer
15	40	55
10	30	40
10	37	72

Hawk Man	Gargoyle
60	60
45	95
64	71

Gremlin	Ozwarg
60	69
23	105
52	139

Titan Tree	Evil Tree
51	63
80	45
50	67

·····Monster's maximum HP ·····Gold obtained for defeating ·····Experience points for defeating

Atlas

250
250
1100

Very strong attack and defense powers. He can attack two successive times against one person. Spells have little affect on Atlas, so concentrate only on the use of your weapons. You should use weapons. The Prince should use "Parry", occasionally using the defense spell "Increase" to build up the defense power of his companions, and using the restore spell "Healmore" for a companion very low on HPs. The Princess should also use "Parry", occasionally using the restore spell "Healall" for a companion with decreased HPs.

Bazuzu

250
240
1530

Bazuzu's attack and defense powers are less than Atlas', but Bazuzu has strong attack spells such as "Explodet" and "Sacrifice" and the strongest restore spell, "Healall" In battling Bazuzu, you must use both weapons and spells. You should use weapons; the Prince should use "Parry" in combination with the "Healall" spell for a companion with decreased HPs. The Princess should use the "Explodet" spell on Bazuzu and the "Healall" spell for a companion with low HPs. "Stopspell" will have no affect on Bazuzu.

Zarlox

250
255
2200

Zarlox has the strongest attack and defense powers of the three. He can also use Twice-Attack, Fire-Attack, the attack spell "Explodet" plus the defense spell "Increase". Battle Zarlox by using both weapons and a combination of defense and restore spells. You should use weapons. The Prince should use "Increase" and "Healmore" spells. The Princess should use the "Defense" spell repeatedly to weaken the defensive power of Zarlox, and the "Healmore" spell to revive a companion having low HPs. Zarlox will use the "Increase" spell to increase his defensive power, so using the "Defense" spell repeatedly against him is vital.

Hargon

230
0
0

The limits of Hargon's attack and defense power are still unknown. He can breathe on your companions and put them to sleep. He also has very powerful weapons and is skillful in his use of the "Explodet" spell. In battling Hargon, use your weapons in combination with the "Restore" spell and "Parry". You should use weapons. The Prince should use "Stopspell" repeatedly to stop Hargon's spells, and "Healmore" for a companion having low HPs. The Princess should use parry in combination with "Healall" to revive companions having low HPs. "Stopspell" may seem to have little affect on Hargon, but continue to use the spell until it does work.

Malroth

250
0
0

The limits of Malroth's attack and defense power are also unknown. He uses powerful weapons in combination with "Fire" attack. He can also use "Healall" on himself. He is a very worthy opponent. (Try to diminish Malroth's power before using fight.) [Basic way to defeat] You should use weapons. The prince should use "Parry" combined with "Healmore" to revive a companion's low HPs. The princess should use "Defense" to weaken Malroth's power, along with using "Healall" to restore a companion's low HPs.

WEAPONS

A ·····Kind of weapon
B ·····User
C ·····Where to find
D ·····Cost
E ·····Trade-in Value
F ·····Increased Strength
G ·····Remarks

A	B	C	D / E	F	G
Bamboo Stick	○ ○ ●	In defeating the Magician, another Stick will appear	— / 15	2	The Princess of Moonbrooke is equipped with this weapon. It is not real powerful, but it is better than no weapon at all.
Club	○ ○	The Club is sold at the weapon store in Leftwyne.	60 / 45	8	The Prince of Cannock is equipped with this weapon. It is a weapon of average power.
Copper Sword	○ ○	The Cooper Sword is sold at weapon stores in Leftwyne and Hamlin.	100 / 75	10	The king presented this weapon to the Prince of Midenhall as he began his journey.
Magic Knife	○ ○ ●	The Magic Knife is sold at the weapon store in Leftwyne.	200 / 150	12	This is one of the few weapons the Princess can equip herself with. It's more effective in battle than the bamboo stick.
Chain Sickle	○ ○	The Chain Sickle is sold at weapon stores in Leftwyne and Hamlin.	390 / 293	15	This should be the next weapon after the Copper sword which the Prince of Midenhall should be equipped with.
Iron Spear	○ ○	The Iron Spear is sold at the weapon store in Hamlin.	770 / 578	20	You may need this weapon in your travels to Moonbrooke.
Broad Sword	○	The Broad Sword is sold at weapon stores in Tantegel, Lianport, Hamlin, and Osterfair.	1500 / 1125	30	The Prince of Midenhall should use this sword until he finds the Sword of Erdrick.
Giant Hammer	○	The Giant Hammer is sold at weapon stores in Tantegel, Beran, Wellgarth, or Osterfair.	4000 / 3000	35	For its price, this is not such a powerful weapon. It doesn't seem to be very effective in battle.
Dragon Killer	○	You can purchase this in Beran, Wellgarth, Osterfair, and Tuhn.	8000 / 6000	50	When battling the Green Dragon, this sword will display unusual power.
Light Sword	○	The Light Sword is sold at the weapon store in Wellgarth.	16000 / 12000	65	This is a powerful weapon; using it as an item while fighting has the same effect as using the "Surround" spell.
Falcon Sword	○ ○	The Falcon Sword is sold at the weapon store in Tuhn.	25000 / 18750	5	Its attack power is rather minimal, but it does damage the enemy twice in one attack.
Sword of Erdrick	○	You will find this in a treasure chest hidden in a cave in one of the castles.	— / 2	40	This is one of the items of Erdrick. It is a source of great power.
Wizard's Wand	○ ○ ●	The Wizard's Wand is sold at weapon stores in Lianport, Beran, and Tuhn.	2500 / 1875	10	This can be used as both a weapon and an item. When used as an item, it has the same effect as the "Fireball" spell.
Staff of Thunder	○ ○ ●	If you defeat the Evil Clown, another staff may appear.	— / 19500	15	You can equip yourself with this as a weapon. When used as an item, it has the same effect as the "Fireball" spell.
Thunder Sword	○	You will find this in a treasure chest hidden in the cave leading to Rhone.	— / 375	80	This sword is the most powerful weapon of all weapons. When used as an item, it has the same effect as the "Internes" spell.
Sword of Destruction	○	You will find this in the treasure chests of the Green Dragon, the Giant, and Atlas.	— / 11250	93	This is the most awesome sword in the world. Using this sword may be very risky. The user of this sword brings upon himself a curse. There may be a way...

ARMOR

A ·····Kind of Armor
B ·····User
C ·····Where to find
D ·····Cost
E ·····Trade-in Value
F ·····Increased Strength
G ·····Remarks

A	B	C	D / E	F	G
Clothes	○ ○ ●	The Princess of Moonbrooke is equipped with this at the beginning of the journey.	— / 23	2	As armor, this will be of little help.
Leather Armor	○ ○	The two Princes are equipped with this at the beginning of the journey.	— / 113	6	...Defense power is very minimal. You will need more powerful armor. Save your gold pieces.
Chain Mail	○ ○	Chain Mail is sold at weapon stores in Hamlin and Leftwyne.	480 / 360	12	Sell your leather armor and buy this armor. Don't forget to equip it.
Clothes Hiding	○ ○ ●	A Clothes Hiding is sold at the weapon stores in Lianport, Tantegel, and Osterfair.	1250 / 938	20	... Price and power are a perfect match for the Princess.
Full Plate Armor	○	Full Plate Armor is sold at weapon stores in Hamlin and Lianport.	1000 / 750	25	Whenever purchasing new weapons or armor, remember to equip them.
Magic Armor	○ ○	Magic Armor is sold at weapon stores in Osterfair and Tuhn.	4300 / 3225	25	Even the Prince of Cannock can equip himself with this.
Mink Coat	○ ○ ●	Mink Coat is sold at the weapon store in Wellgarth.	65000 / 48750	30	Though this is expensive, it would be nice of the Princess to buy it.
Armor of Gaia	○	The master of the weapon store in Osterfair secretly guards this.	— / 38	35	When you get the Golden Key, you can find .....
Armor of Erdrick	○	This is hidden in a treasure chest deep in the cave leading to Rhone.	— / 3	40	With this defense power, you will have nothing to fear in Rhone.
Gremlin's Armor	○ ○	The Gremlin's Armor is hidden in the Gold Batboon treasure chest.	— / 4800	50	This armor offers the strongest defensive power of all armor. But equipping yourself with it will cause you to be cursed.
Water Flying Cloth	○ ○ ●	Don Mahone of Tuhn can make it.	— / 53	35	This Water Flying Cloth offers a particularly strong defense against the fire attack spell of monsters. It would be most helpful in protecting the Prince of Cannock and the princess of Moonbrook.
Leather Shield	○ ○	The Leather Shield is sold at the weapon store in Leftwyne.	90 / 68	4	Leather Shield has a greater effect when used in combination with your armor.
Steel Shield	○	The Steel Shield is sold at weapon stores in Hamlin, Lianport, Tantegel, and Beran.	2000 / 1500	10	After dressing in Full Armor, you can expect to get it.
Shield of Strength	○ ○	The Shield of Strength is sold at weapon stores in Beran, Wellgarth, and Tuhn.	21500 / 16125	18	The Shield of Strength can not only be used as armor. It may also be used as an item. Producing the same effect as the " Healmore".
Shield of Erdrick	○	This is hidden in a treasure chest in the room behind the Golden Doors in Cannock Castle.	— / 15	20	Only the Prince of Midenhall has the right to obtain the items of Erdrick, which are not sold in any shops.
Evil Shield	○	This is hidden in a treasure chest the Mega Knight guards.	— / 6600	10	If the Prince of Midenhall is equipped with this, he will be cursed as you may guess. Selling this item will bring big money.
Iron Helmet	○	Iron Helmet is sold at the weapon stores in Tantegel, Beran, Wellgarth, and Osterfair.	3150 / 2363	6	His defensive power will increase dramatically if he wears this together with the Armor and the Shield.
Helmet of Erdrick	○	At the Monolith of Alefgard, trade this for the Token of Erdrick.	— / 53	20	As one might imagine, the items of Erdrick are all powerful. Equipped with them, the Prince of Midenhall possesses an impenetrable defense.

ITEMS

A ·····Item Name
C ·····Where to find
D ·····Cost
E ·····Trade-in Value
G ·····Remarks

A	C	D / E	G
Medical Herb	Medical Herbs are sold at most item stores in the towns, villages, and castles.	15 / 12	Allows you to restore some of your HPs.
Antidote Herb	Antidote Herbs are sold at most item stores in the towns, villages, and castles.	8 / 6	Use as a remedy when poisoned by monsters.
Fairy Water	Fairy Water is sold at most item stores in the towns, villages, and castles.	40 / 30	Use to ward off any foes less powerful than you.
Wing of the Wyvern	Wing of the Wyvern is sold at most item stores in the towns, villages, and castles.	80 / 60	Use to return to where you saved the game last.
Dragon's Bane	Dragon's Bane is sold at item stores in Lianport, Wellgarth, Zahan, and Tantegel.	640 / 480	Equipped with this, many of the monsters' spells will have no effect on you.
Golden Key	Torval Of Zahan is said to be in possession of this.	— / 2	Traveling without the key to the Golden Doors will be impossible.
Silver Key	You can find this in the second basement of the Lake Monolith of Cannock.	— / 2	The key to the Silver Doors will be very important to the success of the first half of your travels.
Watergate Key	Roge Fastfinger is said to have stolen this from Tuhn.	— / —	This is the a key to the Watergate e of Tuhn.
Jailor's Key	This is secretly sold at one of the two item stores in Wellgarth.	2000 / 1500	This is the a master key for any prison d door.
Lottery Ticket	This is given you when buying something at an item store.	— / 53	You want to to play the slot machines? If Look for the lottery in a a certain town.
Golden Card	This is the lottery slot machine's first prize.	— / 375	Show this card to shop keepers and they will give you a 25% discount off the items you purchase.
Wizard's Ring	This is the lottery slot machine's second prize. You may also find one of these in other treasure chests.	— / 1950	This will help you restore some of your MPs. It is very fragile and therefore may brake after using it several times.
Mirror of Ra	Look in the small pond east of Moonbrooke Castle.	— / —	You will need this to transform the Princess.
Cloak of Wind	Look in a treasure chest hidden in the Tower of the Wind.	— / 53	With this cloak, you can leap from a high building and land a few steps ahead.
Treasures	Search the small shoal far to the north of Lianport.	— / —	Trade this for the Echoing Flute, kept by the Merchant of Lianport.
Echoing Flute	The merchant of Lianport will trade you the sunken treasure for this.	— / 300	When playing the Flute where the Crests have been placed, you should hear an echo.
Leaf of World Tree	Find this under a tree on the small island east of Wellgarth.	— / 5	This will be helpful in restoring life to the departed.
Magic Loom	This is hidden in a treasure chest in the back room of Zahan Castle.	— / 23	In the right hands, the Magic Loom can weave the Water Flying Cloth from Dew's Yarn.
Dew's Yarn	Find this on the third floor of the north tower of Dragon's Horn.	— / 30	This is an important element of the Water Flying Cloth.
Token of Erdrick	Find this in the treasure chest room of Midenhall Castle. You will need the Golden Key to open the door.	— / 8	Trading this for the Helmet of Erdrick can only be done at the Monolith of Alefgard.
Moon Fragment	You will find this to the south of Tuhn. Look for a treasure chest in the Tower of the Moon.	— / 225	Fill the shoal of the Sea Cave with water for ship passage.
Star Crest	Charlock has said that this is in the tower on an island to the south of Midenhall.	— / —	Take all five Crests to the Monolith of Holy, and you will be given the Charm of Rubiss.
Moon Crest	Word from Beran is that the King of Osterfair keeps this.	— / —	
Sun Crest	Word from Beran is that this can be found in the Fire Monolith.	— / —	
Water Crest	Word from the monolith south of Rhone is that this can be found in Hamlin.	— / —	
Life Crest	Word from the underground prison of Midenhall is that this can be found in Rhone Cave.	— / —	
Eye of Malroth	It is said to be in the Evil Soul Shrine, which is in the Sea Cave.	— / —	Use this to open the rocky mountains to the west of the Monolith south of Rhone.
Charm of Rubiss	By taking all five Crests to the Monolith of Holy, you can receive this.	— / —	Using this will eliminate the illusions in Hargon's Castle.
Gremlin's Tail	Defeat Hawk Man and Ozwarg, and they may leave this.	— / 1125	It looks appealing. But it does no more than curse.
Mysterious Hat	Defeat Magic Vampirus and Bazuzu, and they may leave this.	— / 15000	Increase your defensive power slightly by wearing this.
Dragon's Potion	Defeat Metal Babble, and it may leave this.	— / 7500	Using this, you can save the game any time.

SPELLS

A ·····Spell Name
B ·····Character
H ·····Minimum Level to use spells
I ·····MP Consumption
J ·····Spell Results

A	B	H	I	J
ATTACK				
Firebal	○	3	2	The "Firebal" spell causes a single enemy 15 to 25 points of damage. There are also many enemies that can use this spell.
Infernos	●	4	4	The "Infernos" spell can inflict damage points to each member of an enemy group. It is more powerful that the "Firebal" spell.
Firebane	○	18	4	The "Firebane" spell will leave you feeling lucky, after you've inflicted 30 to 50 points of damage to each enemy in the group.
Defeat	○	23	4	The "Defeat" spell carries a powerful blow against a group of enemies, but has no effect against strong individual enemies.
Explodet	●	19	8	The "Explodet" spell is the strongest attack spell available to the Princess. It is capable of inflicting 50 to 80 points of damage to each monster of an attacking group.
Sacrifice	○	28	1	The "Sacrifice" spell requires the ultimate sacrifice, the user's life. It will, however, destroy all enemies.
DEFENSE				
Sleep	●	2	2	The "Sleep" spell will put some groups of enemies to sleep.
Stopspell	○	8	3	The "Stopspell" neutralizes the enemies' spells. However, it may often have no effect.
Surround	●	6	2	The "Surround" spell creates illusions that cause your enemies to make many mistakes while in battle. It is a very effective tool against most enemies.
Defence	●	10	2	The "Defence" spell will diminish the defense powers of your enemies, thereby increasing the effectiveness of your attacks.
Increase	○	20	2	The "Increase" spell will increase the defense power of you and your companions, and reduce the amount of damage you might receive.
Stepguard	○ ●	17 / 21	4	The "Stepguard" spell will protect you from barriers found in castles, towns, and monoliths. Remember to use it before entering these places.
RESTORE				
Heal	○	1	3	The "Heal" spell will restore up to 20 of your HPs. Use this spell wisely in combination with your Medical Herbs.
Antidote	○ ●	6 / 12	3	Each step you take after being poisoned by an enemy will gradually lower your HPs. By using this spell you can counteract the effects of the poison. This spell works just like an Antidote Herb.
Healmore	○ ●	14 / 1	5	This spell, stronger than the "Heal" spell, can restore up to 40 to 50 of your HPs. Choose wisely between "Heal" and "Healmore".
Healall	●	15	8	This spell will use up your MPs much quicker. But it will also restore your Maximum HPs.
Revive	○	25	15	This spell is most valuable as it can restore life to a departed companion. You would be wise to prepare the weep Leaf of the World Tree.
ULTRAWARP				
Outside	○ ●	12 / 17	6	These first two spells can rescue you from many difficult situations. The "Outside" spell will immediately transport you from the depths of a cave, tower, monolith, etc. to the outside. The "Return" spell will take you back to a town or castle. Neither the "Outside" spell nor the "Return" spell can be used while fighting.
Return	○	10	6	This spell makes it possible to return to the town or castle where you saved the game last. The ship also returns to a dock nearby.
Repel	●	8	2	This spell will ward off all monsters with less HPs than you and your companions. It has the same effect as Fairy Water. This will be very helpful as you sail the sea.
Open	●	23	2	Once you learn this spell, you will never need another key except the Watergate Key.
ULTIMATE				
Chance	●	25	15 / 12	This spell is highly unpredictable. It's like a Jack-in-the-box, always a surprise. It may produce the same results as another spell, or may cause something terribly frightening.

Using this spell at sea will cost you 12 MPs.

○····· Indicates items, armor and weapons The Prince of Midenhall can equip, and use

○····· Indicates items, armor, weapons and magic The Prince of Cannock can equip, use or chant

●····· Indicates items, armor, weapons and magic The Princess of Moonbrooke can equip, use or chant